

Lone Wolf Club Newsletters

Newsletter #28

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Brian Williams is the main illustrator of the later Lone Wolf Club Newsletters.

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Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Jonathan Blake – providing better quality scans of artwork taken from the books.

Simon Osborne – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.

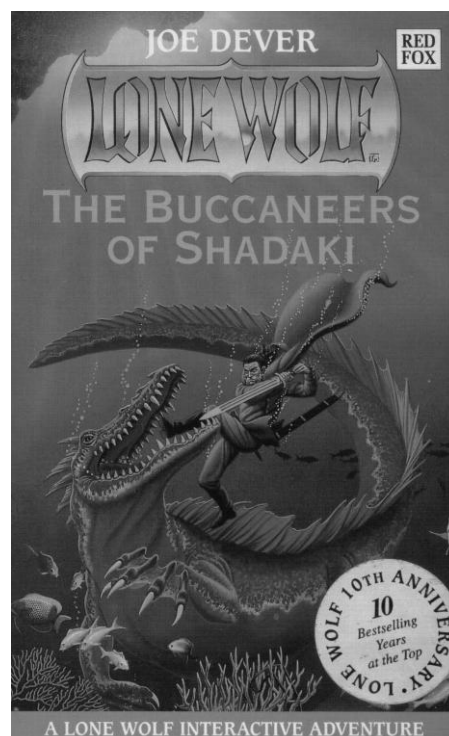
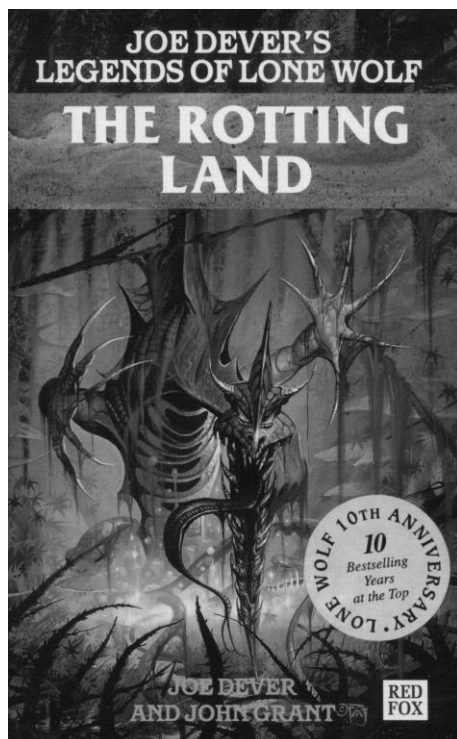
LONE WOLF Club



Newsletter No. 28



THE BUCCANEERS OF SHADAKI & THE ROTTING LAND



**The latest
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Gwynian's Forum

Words of wisdom from the Sage of Varetta



Can you clarify what happens to the +1 EP bonus when you progress from Kai Master to Grand Master? (Andrew Carter, Warrington)

The +1 EP bonus gained when passing through combatless sections does still apply, but only if you have played and survived the Magnakai series books. Joe Dever intended this as a 'hidden loyalty bonus' for readers who had played the earlier books, which is why it was omitted from the Grand Master rules.

If a person keeps the +4 CS Weaponmastery ability from one series to the next, does that mean that when he gets Grand Weaponmastery he has +9 CS with the weapons he has proficiency in? (John Sterling, Chesterfield.)

The +4 CS Weaponmastery bonus is not added to Grand Weaponmastery—it simply rises by 1 to +5.

What is the name of the typeface used in the UK editions of the Lone Wolf gamebooks? (Brian Shaw, Lothian.)

The typeface, or 'font', used in the UK editions is called Souvenir Light (sometimes also known as 'Southern'). It is the same font as used in this feature.



Where do (did?) the women and children of the Drakkarim live, or do they in fact exist at all? (Kevin Day, Vancouver, Canada.)

Drakkarim society exists in their homelands, those territories that were colonised after their invasion of Northern Magnamund in the year MS 2591, namely Zaldir, Nyras and Nyvoz. All of the Drakkarim that Lone Wolf encounters are soldiers, which explains why they are never seen with their women and children. Some Drakkarim units, notably the Death Knights, are trained from an early age and do not have families. But others are predominantly natives of the Drakkarim homelands and occupied territories (Ogia, Northern Magador, Skaror and Ghatan). Before the demise of the Darklords, the strongest Drakkarim males were automatically conscripted into the Darklands army when they reached physical maturity around the age of 17.



What are the names of the 20 Darklords created by Naar? (Julie Seaforth, Albany, NY, USA)

The twenty Darklords created by Naar are:

VASHNA • Lord of Helgedad
ZAGARNA • Lord of Kaag
HAAKON • Lord of Aarnak
DAKUSHNA • Lord of Kagorst



KRAAGENSKÛL • Lord of Helgedad
 CHLANZOR • Lord of Gazad Helkona
 MENASHGA • Lord of Nadgazad
 TOMOGH • Lord of Gournen
 UNC • Lord of Aarnak
 SLÛTAR • Lord of Kaag
 GNAAG • Lord of Mozgôar
 SHEBNAR • Lord of Helgedad
 TAKTAAL • Lord of Helgedad
 ZHANSHAL • Lord of Aarnak
 GHANESH • Lord of Helgedad
 NHORG • Lord of Gourizaga
 MRUGOR • Lord of Helgedad
 XOG • Lord of Helgedad
 GHURCH • Lord of Ghargon
 KHATELLU • Lord of Helgedad

If the crystal explosive featured in section 301 of 'The Dungeons of Torgar' was so powerful that it completely destroyed Torgar's massive iron gate, how come it didn't destroy the surrounding wall which was only made of stone? (Michael Morris, Boston, Lancs.)

The Elder Magi designed this magical explosive to destroy only the iron gate, leaving the surrounding masonry intact. If you have a look at the illustration which accompanies the text of section 301 you'll see that the Torgar gate has melted rather than been blown apart. Were it simply a very powerful charge then the entrance would have been blocked in the resulting explosion. The causeway would most likely have collapsed as well.

Where is the grave of Sun Eagle, the first Kai Grand Master. Is he buried at the Kai Monastery, in the Vault of the Sun perhaps? (Simon Adamson, Kansas City, USA)

Sun Eagle, who was a Baron of Toran, is buried in a tomb in the centre of that city, close to the Guildhall of the Brotherhood of the Crystal Star.

The territorial names of areas in the Darklands seem to have their origins in the Giak language. Can you translate them please? (Ben Collins, Folkestone, Kent)

The main territorial regions of the Darklands are:

AZTAREGINA	= Northern Sea
GOURIZAGA	= Coldlands
NAOGIZAGA	= No-lands
DAJDOKRITZAGA	= Moon Mountains
KAGAZITZAGA	= Fire Mountains
DEJKAATA	= Eastern Shallows

Is the Dagger of Vashna taken from the bandit leader Barraka at the Maakengorge useable as a Weapon? (Alex Nightingale, Gwent)

Yes, if you possess this Special Item you may use it as an ordinary dagger in combat. It could also prove especially useful during the quest for the Lorestone of Tahou (Lone Wolf 9).

If you have any questions or queries about the Lone Wolf series, send them to: Gwynian's Forum, c/o Lone Wolf Club, at the usual address.





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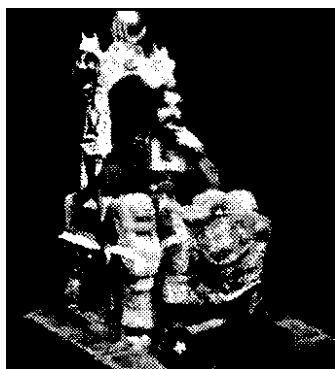
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LONE WOLF**



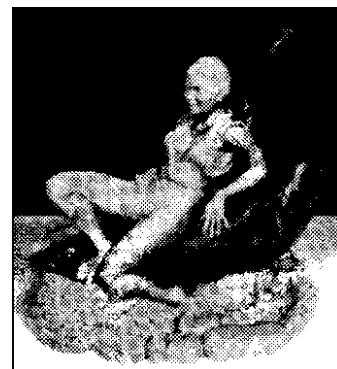
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The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.



Name: PAUL GRAY Age: 18
Address: Northern Ireland
Hobbies: Lone Wolf, Taekwondo, reading, writing, interactive literature, anti-prejudice.
Would like a pen-pal, male or female, age 14+ with a sharp, reflective mind.



Name: PATRICK MOLONEY
Age: 13
Address: Australia
Hobbies: Lone Wolf books, video games, body boarding, heavy metal music, writing short stories, fishing.
Would like a pen-pal, male or female, with similar interests (and dislikes e.g. Rap!), aged 12-14 yrs.



Name: JULIAN EGELSTAFF
Age: 20
Address: Canada
Hobbies: Lone Wolf, bicycling, writing, reading, history, philosophy.
Would like a pen-pal (male or female), who is interested in sharing their experience of Lone Wolf.



Name: ERIC HOOI
Age: 9
Address: Malaysia
Hobbies: Lone Wolf books, computer games, piano, sports.
Would like a pen-pal, boy or girl, age 12-14, similar interests. Please send a photo if possible.

Kai Konnection Form:

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

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Crystal of Peril

by Nadir Ollero

Lone Wolf attacked with lightning speed. The Drakkarim sentry barely had time to react before the Sommerswerd clove his head from his shoulders. As the evil warrior's body slumped to the ground, Lone Wolf threw himself amongst the remaining Drakkarim. Startled shouts and angry curses resounded in the moonlit clearing as the fight began in earnest. Lone Wolf had been tracking the Drakkarim patrol for two days. They had appeared from out of the Durncrag Mountains, boldly scouting the settlement of Shadow Pass. Under cover of darkness, the Drakkarim warriors had travelled swiftly along the southern banks of the River Tor, before heading southeast in the direction of the Kai Monastery. During the next day they had kept themselves hidden deep in the woodland before setting off again as the moon rose.

Lone Wolf had kept his distance, although his innate senses told him something was wrong. Other than the obvious fact that the Drakkarim were enemies by their very nature, it seemed very strange that their chosen path was to head directly towards the monastery. What could a dozen Drakkarim hope to achieve against the might of the elite Kai?

Against his better judgement, Lone Wolf had decided out of sheer curiosity to wait awhile. He hoped to understand the evil warriors' motives as time went on. But tonight, as the Drakkarim had camped out in the forest clearing, Lone Wolf's divinitive sixth sense had screamed of imminent evil and danger. Acknowledging his own training, Lone Wolf had finally acted. Now,

as the clash of steel upon steel broke the night's silence, Lone Wolf felt he had done the right thing. As he parried and thrust with the Sun-sword, felling another Drakkar, his divination told him he was making the correct course of action. Busy with the slaying of these vile Drakkarim, the main purpose for their being here was lost to him. Yet, Lone Wolf was still determined to find this out.

One Drakkar swung his black-bladed axe with breakneck speed towards the Grandmaster's throat. Yet, with ease, Lone Wolf deflected the blow upon the blade of his Sommerswerd. He pivoted a full circle then thrust his divine blade into the Drakkar's belly. The movement was but a blur to the doomed Drakkar. As his dying scream left his blood-flecked lips, Lone Wolf spun around once more and despatched another servant of evil who was creeping up behind him. The fight continued with intense ferocity. Two Drakkarim had attempted to attack Lone Wolf from opposite sides, but their efforts were unsuccessful. As they charged in, Lone Wolf leapt high into the air. The warriors halted in shocked bemusement as their target seemingly vanished. Then Lone Wolf fell on them with devastating effect. One Drakkar lost his arm at the shoulder whilst his comrade lost his life. Within a matter of moments there remained only one Drakkar and one Kai occupying the clearing. Lone Wolf stood calmly poised among the slain. He stared unerringly into the eyes of the

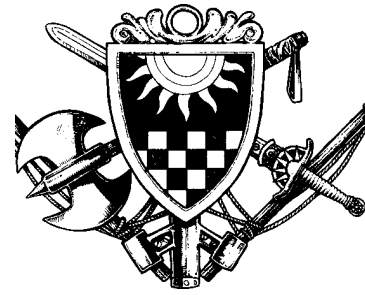


last warrior and the sight of his unblinking gaze send a shiver coursing down his foe's spine. The Drakkar's nerve broke like a twig before a tidal wave. He turned to flee for the safety of the undergrowth. Lone Wolf reacted with measured coolness. He raised his hand, palm outward, and spoke the power-word of the Elder Magi, as taught to him by his friend and advisor—Lord Rimoah of Dessi.

“Gloar!”

The Drakkar's body arched as the force of the word struck him in the back. With a sickening *crack!* his spine snapped, and his ruined body crumpled to the forest floor like a limp rag doll. Lone Wolf lowered his hand and looked about him.

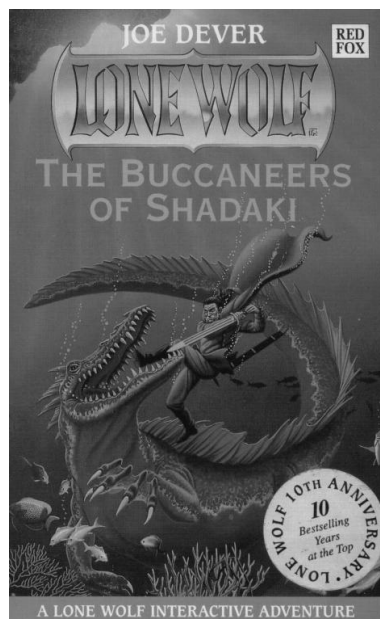
“So much death . . .” he whispered to himself, as he surveyed the body-heaped arena of the clearing. Then a glint of moonlight caught his eagle-eye. Frowning, Lone Wolf approached a Drakkar's back-pack from where the glinting came. His Kai senses issued a warning as he knelt down.



The flap was unbuckled and open and glimmers of light flickered from deep within. With caution, Lone Wolf edged nearer for a closer look. His Discipline of Kai-surge hinted at a deadly explosive force somewhere within the pack, but it seemed to be dormant. Not yet ready. Lone Wolf, with extreme care, removed an object from the pack. It was a crystal and it shone with a powerful light once removed from the pack. He could sense its destructive power held at its core, and as he focused his concentration, suddenly the true purpose of this crystal became clear to him. The crystal was synchronized with the very fabric of the Kai Monastery. Once placed beside the monastery's curtain wall, it would have exploded with devastating effect. Lone Wolf shuddered with horror. This accursed crystal could only have been crafted by a Nadziran—an evil sorcerer gifted in the Black Arts—a practitioner of death. It was terrifying to think that a Nadziran could have such close knowledge of the very heart of the monastery's masonry, and the foundations upon which it was built. It was this new and dangerous twist to the knowledge of the dark magicians which Lone Wolf found so chilling. With determined resolve, Lone Wolf wrapped the crystal and placed it in his pack. He would take it to Toran. Guildmaster Banedon and Lord Rimoah would be able to render it harmless there. To return directly to the monastery would be disastrous. Sheathing his Sun-sword, Lone Wolf turned and left the clearing, leaving the slain Drakkarim to the hungry timber wolves. He heard them howl as he disappeared into the dark forest and became one with the shadows of the night.



LONE WOLF CLUB—PRIORITY ORDER FORM



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The legendary Moonstone was created by the Shianti whose presence upon Magnamund heralded the dawn of humankind. It contains the might of all their magic and wisdom—the sum of their divine knowledge. Lone Wolf, Supreme Master of the Kai, has successfully retrieved the Moonstone following its theft by the forces of darkness. Now this magical artefact must be returned quickly to its creators before its immense powers disrupt the delicate balance of nature.

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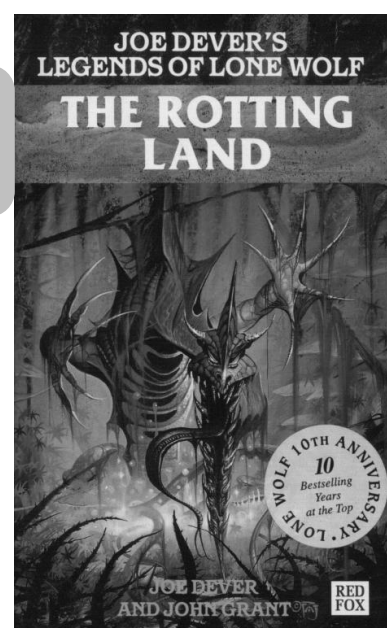
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THE ROTTING LAND by Joe Dever & John Grant

Following his discovery of the Book of the Magnakai, Lone Wolf has promised to use the wisdom and knowledge contained in this holy tome to restore the Order of the Kai to its former glory. To achieve this goal he must find the Lorestones of the Kai—seven lost treasures that contain the secret powers of his warrior ancestors. Lone Wolf's quest takes him to the jungle swamps of the Danarg in search of the Lorestone of Ohrido. To reach these uncharted swamplands he must travel across the war-torn realm of Talestria. His quest is further endangered when his identity is discovered by agents of the Darklords.

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News from the Monastery

The next title in the Lone Wolf New Order series (LW23)—“**Mydnight’s Hero**”—is scheduled for first publication in the UK in May 1995. The story is set in Southern Magnamund and, time-wise, it follows on immediately from the end of LW22: The Buccaneers of Shadaki. The King of Siyen has been assassinated. Prince Karvas is the sole heir of this rich and powerful realm but he lives in exile in distant Sheasu—the *Isle of Lost Heroes*. In his absence, wicked Baron Sadanzo and his army of robber knights have staked their claim to the vacant throne. Your quest is to voyage to Sheasu and track down Prince Karvas in the fabled city of Mydnight. Once found, you must persuade him to return with you to Siyen without delay. You have only 50 days in which to complete this challenging quest or Siyen will be enslaved by the tyrannical Sadanzo and his brutal followers. The quest is full of unexpected twists and turns, and it has a genuinely nail-biting finish. Joe says that it’s one of the best, and hardest, Lone Wolf adventures he’s ever written. You have been warned!

Matchlock Miniatures are offering the Lone Wolf 25mm pack of 3 metal miniatures to club members for £3.00 including postage (UK only; US / overseas please contact them by phone for payment and postal charges on UK-702-73986). UK members should send their orders to: Matchlock Miniatures (Lone Wolf), 816-818 London Road, Leigh-on-Sea, Essex, SS9 3NH.



Lone Wolf fans Mike & Pauline Courtney are offering an alternative role-playing experience to anyone interested in live RPGs. “You’ve played the video games, watched the movie, read the book . . . so now try it for real!” they say. Live role-

playing is exciting—sometimes scary—but always fun. Pit your skills against monsters, puzzles, tricks and traps—for real. If you’re looking for something new and lively, Mike and Pauline suggest that you give them a call on 071-237 5121 (answering machine) or 081-850 1400 (after 6.30pm). Prices start at £4.99 for a 3-hour introductory adventure. Bring along 5 friends and you will adventure for free. Costumes etc. are also supplied for free if required.

Back issues of the following Club Newsletters are available (Nos. 19-26) at £1.50 (UK), \$4.00 (US), £2.25 (O/seas) each. As usual, UK £ cheques & POs should be made payable to the Lone Wolf Club; US \$ checks & POs should be made payable to Joe Dever. Please send your orders to the Club and mark your envelope ‘Newsletter Backorders’.

Copies of the original manuscript for the US edition of the **Magnamund Companion** are still available. This valuable reference guide to the World of Lone Wolf is currently out of print, but black & white photocopies of the US manuscript can now be obtained by Lone Wolf Club members only from Senator Publications, Magnamund Manuscripts, PO Box 2153, Brentwood, Essex, CM15 0AB (UK). Manuscripts cost £3.00 each (UK / Eire), \$7.00 (USA), £5.50 (O/seas inc. Australia & Singapore). Make UK £ remittances payable to Senator Publications; US \$ remittances payable to Joe Dever.

We’re delighted to inform you that ‘**The Skull of Agarash**’ is now being serialized in *Valkyrie*, the UK’s best-selling Independent role-playing games magazine. Subscription details can be obtained from the Subs Dept. on 081-964 5493. And remember, we’re still offering a free copy of ‘Skull’ to club members who submit a short story that is published in the Club Newsletter. All you need do is write and send in a Lone Wolf short story of approximately 350-500 words. If your story is chosen for publication, a signed copy of the Lone Wolf Graphic Novel will be yours. Send your stories to: Lone Wolf Club, Short Story Submissions, 39 Corfe Way, Broadstone, Dorset, BH15 9ND (UK).



LWC Newsletter No. 28

COMPETITION RESULTS

LWC Newsletter No. 27 ‘Make a Monster’ Competition.

Many thanks to all the Lone Wolf Club members who entered this competition. We had over 120 entries in total and all were to a very high standard. Sadly we do not have space to show all the winners, but here are their names and ages:

UNDER 11s:

The Winner: Paul Ashley (9) of Sidcup, Kent.

Runners-up: Joel Niedermann (10) of Trenton, US.

Barry Cowley (10) of St. Austel, Cornwall.

11s to 14s:

The Winner: Giles Gibbs (8) of Leicester.

Runners-up: Peter Walker (13) of Limerick, Eire.

Carl Stonehouse (12) of Dundee.

15+:

The Winner: Alice Miles (18) of Morecambe.

Runners-up: William Buxton (16) of Oxford.

Patrick Stanton (13) of Roanoke, US.

Congratulations to Paul, Giles, and Alice who each won a framed piece of original Lone Wolf artwork signed by Brian Williams, and also to Joel, Barry, Peter, Carl, Alice, and William who each won signed copies of ‘The Skull of Agarash’.

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With the armies of darkness swarming across the border, Silent Wolf begins a desperate journey to warn King Ulnar of the impending doom. He must succeed for he is now the last of the Kai—he is now **Lone Wolf**.



“The Dark Door Opens”—a Senator Audio production. Double cassette pack 3+ hours duration. Digital mastering. Dolby stereo.

London-born **Joe Dever** worked as a professional musician in the recording industry in both Europe and the USA before he began his writing career in the early 1980s. For the Lone Wolf Audiobook series Joe has combined his extensive musical and writing talents to bring to life a whole new world of high adventure.

Edward de Souza is an acclaimed Royal National Theatre actor whose work includes many West End productions, film and TV. He is perhaps best known for his velvet-voiced narration of the BBC Radio 4 Man in Black horror / mystery series.

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Lone Wolf Club

COMPETITION

VOYAGE OF THE MOONSTONE

This issue's competition is based around events and details which occur in 'Voyage of the Moonstone'—the first episode of the Lone Wolf New Order series. All you have to do is answer the following questions correctly (neatly on a separate sheet of paper) then send it, together with your name, address, Kai rank & age, to the club at the address shown below.

All entries must be submitted no later than 1st April 1995. Any received after this date will not be counted so be sure to complete your entry and send it in as soon as possible. The winner and runners-up will be notified by post before 13th April 1995.

THE PRIZES: The first correct entry, drawn at random from all those received by the closing date, will win a pair of **Halina Discovery 8x30mm binoculars**. These quality lightweight, robust binoculars give ten times normal magnification and have fold-down rubber eyepieces and coated lenses. They come complete with case, strap, cloth, and protective caps. The next three correct entries will each win signed copies of Lone Wolf 22—The Buccaneers of Shadaki. Good luck!

1. If you add together the numbers which correspond to the New Order Kai name 'Rune Shield', and deduct the numbers which correspond to the New Order name 'Bold Star', what numerical total would you get?
2. What or who is a Zuath?
3. Bisutan is located in the estuary of which river?
4. Which Kai Weapon has unique properties when used against winged enemies?
5. Name the Sommlending envoy to Vassagonia?
6. What was the colour and type of headgear worn by Temujun?
7. Who is Oriah's father?
8. Name the Sommlending marine who was familiar with the route south from Cape Kabar to Bisutan?
9. To which land did Lone Wolf venture in order to draw attention away from the Moonstone quest?
10. In which city would you find the *Bridge of Lanterns* and the *Avenue of the Sun*?
11. Who succeeded Kimah as Zakhan of Vassagonia?
12. What is the name of Captain Raker's ship?
13. Name the owner of the warrior-slave called Malduz?
14. What is the name of Yranai's balloon?
15. Who escorted you from the Fryelund Forest to Holmgard harbour?

Send your answer sheet (including your name, address, age) to: THE LONE WOLF CLUB
(Q28), 39 Corfe Way, Broadstone, Dorset, BH18 9ND (UK)

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21 August 2009

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